UNITED STATES PATENT AND TRADEMARK OFFICE

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EXAMINER
THOMASSON, MEAGAN J

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3714	

SHORTENED STATUTORY PERIOD OF RESPONSE	MAIL DATE	DELIVERY MODE
3 MONTHS	03/28/2007	PAPER

Please find below and/or attached an Office communication concerning this application or proceeding.

If NO period for reply is specified above, the maximum statutory period will apply and will expire 6 MONTHS from the mailing date of this communication.

-- *The MAILING DATE of this communication appears on the cover sheet with the correspondence address* --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE <u>3</u> MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.
- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1) ☒ Responsive to communication(s) filed on *18 August 2006*.
2a) ☒ This action is **FINAL**.   2b) ☐ This action is non-final.
3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4) ☒ Claim(s) *1-89* is/are pending in the application.
   4a) Of the above claim(s) _____ is/are withdrawn from consideration.
5) ☐ Claim(s) _____ is/are allowed.
6) ☒ Claim(s) *1-89* is/are rejected.
7) ☐ Claim(s) _____ is/are objected to.
8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9) ☐ The specification is objected to by the Examiner.
10) ☒ The drawing(s) filed on *8/20/03* is/are: a) ☒ accepted or b) ☐ objected to by the Examiner.
   Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
   Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
   a) ☐ All   b) ☐ Some * c) ☐ None of:
      1. ☐ Certified copies of the priority documents have been received.
      2. ☐ Certified copies of the priority documents have been received in Application No. _____.
      3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).
   * See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☐ Notice of References Cited (PTO-892)
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3) ☐ Information Disclosure Statement(s) (PTO/SB/08)
   Paper No(s)/Mail Date _____.
4) ☐ Interview Summary (PTO-413)
   Paper No(s)/Mail Date. _____.
5) ☐ Notice of Informal Patent Application
6) ☐ Other: _____.

DETAILED ACTION

Response to Amendment

The examiner acknowledges amendments made to claims

1,9,10,12,16,22,23,25,28-30,34-36,39,47,48,50,53,59,60,62,65-67,71-73,76 and 87.

Claims 88 and 89 have been added.

Claim Rejections - 35 USC § 102

The text of those sections of Title 35, U.S. Code 102 not included in this action

can be found in a prior Office action.

Claims 1-6, 8-12, 14, 16-19, 21-26, 28-31, 33-37, 39-44, 46-51, 53-56, 58-63,

65-68 and 70-74 are rejected under 35 U.S.C. 102(e) as being anticipated by Locke

et al. (US 6,561,904 B2).

Locke et al. disclose a gaming system that includes a gaming device (10) having

a game operable upon a wager by a player and a method of operating the gaming

device (Figure 2 along with the related description thereof). Locke et al. disclose that

the system comprises: means for displaying and generating (fig. 1) a plurality of first

components (outcomes of the combinations of symbols on reels 30-34 in col. 3); means

for displaying and generating a plurality of sets of second components (sets of

multipliers 64), wherein each set of second components is in a fixed relationship with

one of the first components and wherein each of the first components includes an in a

fixed relationship set of second components (multipliers 64 are grouped into different

sets in a fixed relationship with one of the combinations of symbols on reels 30-34

during "free spins"), wherein a first one of the first components and a second one of the

first components simultaneously have a fixed relationship with different sets of second

components (col. 4, lines 49-67); and means for determining and providing an award

adapted to be provided to the player (col. 3, lines 43-47) and based on: (a) one of the

first components generated from the plurality of first components and (b) one of the

second components generated from the set of second components in a fixed

relationship with the generated first component (col. 4, lines 36-48) as recited in claims

1 and 39. Locke et al. disclose that different multiplier sets ("1X, 1X, 2X, 2X, 3X, 5X,

3X, 2X, 2X, 1X, 1X" for free spin 1, "1X, 2X, 2X, 3X, 5X, 3X, 2X, 2X, 1X" for free spin 2,

"2X, 2X, 3X, 5X, 3X, 2X, 2X" for free spin 3, "2X, 3X, 5X, 3X, 2X" for free spin 4 and "3X,

5X, 3X" for free spin 5) are in a fixed relationship with the combinations of symbols on

reels 30-34 (resulting in separate values awarded to the player) during different free

spins (Figures 4, 6, and 7 along with the related descriptions thereof).

Regarding claims 2 and 40, Locke et al. disclose two sets of second components

that share at least one second component (the multiplier sets for free spins 1 and 2

share multipliers "1X, 2X, 2X, 3X, 5X, 3X, 2X, 2X, 1X"). See col. 4, lines 29-35 and col.

5, lines 5-10.

Regarding claims 3 and 41, Locke et al. disclose that each set of the second

components shares at least one second component with at least one other set of

second components (the multiplier sets for free spins 1 and 2 share multipliers "1X, 2X,

2X, 3X, 5X, 3X, 2X, 2X, 1X", the multiplier sets for free spins 2 and 3 share multipliers

"2X, 2X, 3X, 5X, 3X, 2X, 2X", the multiplier sets for free spins 3 and 4 share multipliers

"2X, 3X, 5X, 3X, 2X", the multiplier sets for free spins 4 and 5 share multipliers "3X, 5X,

3X"). See col. 4, lines 29-35 and col. 5, lines 5-55.

Regarding claims 4 and 42, Locke et al. disclose that a first one of the sets of

second components shares a first one of the second components with a second set of

second components (the multiplier sets for free spins 1 and 2 share multipliers "1X, 2X,

2X, 3X, 5X, 3X, 2X, 2X, 1X") and shares a second one of the second components with a

third set of the second components (the multiplier sets for free spins 1 and 3 share

multipliers "2X, 2X, 3X, 5X, 3X, 2X, 2X"). See col. 4, lines 29-35 and col. 5, lines 19-25.

Regarding claims 5 and 43, Locke et al. disclose that at least one of the sets of

second components includes at least one second component that is not shared by any

other set of second components (the multiplier set for free spin 1 includes "1X, 1X, 2X,

2X, 3X, 5X, 3X, 2X, 2X, 1X, 1X" wherein the outermost "1X" multipliers are not shared

by any of the multiplier sets for free spins 2-5). See col. 4, lines 29-35 and col. 5, lines

5-55.

Regarding claims 6 and 44, Locke et al. disclose that the first components are

values (combinations of symbols on reels 30-34 result in values awarded to the player

from a pay table) and the second components are multipliers (multipliers 64). See col.

3, lines 42-48.

Regarding claims 8 and 46, Locke et al. disclose that the award is formed from a

randomly generated first component from the plurality of first components (col. 2, lines

48-55).

Regarding claims 9 and 47, Locke et al. disclose that the award is formed from a randomly generated second component from the set of second components in a fixed relationship with the randomly generated first component (col. 4, lines 15-17 and 39-48).

Regarding claims 10 and 48, Locke et al. disclose that the award is formed from a randomly generated second component from the set of second components in a fixed relationship with the generated first component (col. 4, lines 15-17 and 39-48).

Regarding claims 11 and 49, Locke et al. disclose that the award is formed from the generated second component modifying the generated first component (col. 4, lines 15-17 and 39-48).

Regarding claims 12 and 50, Locke et al. disclose a display device (12) adapted to display the fixed relationships of the sets of second components with the first components. See Figures 4, 6 and 7 along with the related descriptions thereof.

Regarding claims 14 and 51, Locke et al. disclose a computer storage device (22) and processor (18) for controlling the gaming device (10). See Figure 2 along with the related description thereof.

Regarding claims 16 and 53, Locke et al. disclose a gaming system that includes a gaming device (10) having a game operable upon a wager by a player and a method of operating the gaming device (Figure 2 along with the related description thereof). Locke et al. disclose that the system comprises: means for displaying and generating a plurality of first components (combinations of symbols on reels 30-34 in col. 3, lines 25-47); means for displaying and generating a plurality of sets of second components (sets of multipliers 64), wherein each of the first components includes an in a fixed

relationship set of second components (multipliers 64 are grouped into different sets in

a fixed relationship with one of the combinations of symbols on reels 30-34 during "free

spins") and wherein at least one of the sets of second components shares at least one

second component with at least one other set of second components (col. 4, lines 29-35

and col. 5, lines 5-10, wherein the multiplier sets for free spins 1 and 2 share multipliers

"1X, 2X, 2X, 3X, 5X, 3X, 2X, 2X, 1X") and wherein at least one of the sets of second

components includes at least one second component that is not shared by any other set

of second components (col. 4, lines 29-35 and col. 5, lines 5-55, wherein the outermost

"1X" multipliers of the multiplier set for free spin 1, "1X, 1X, 2X, 2X, 3X, 5X, 3X, 2X, 2X,

1X, 1X", are not shared by any of the multiplier sets for free spins 2-5), wherein a first

one of the first components and a second one of the first components simultaneously

have a fixed relationship with different sets of second components (col. 4, lines 49-67);

and means for determining and providing an award adapted to be provided to the player

(col. 3, lines 43-47) and based on: (a) one of the first components generated from the

plurality of first components and (b) one of the second components generated from the

set of second components in a fixed relationship with the generated first component

(col. 4, lines 36-48).

Regarding claims 17 and 54, Locke et al. disclose that each set of the second

components shares at least one second component with at least one other set of

second components (the multiplier sets for free spins 1 and 2 share multipliers "1X, 2X,

2X, 3X, 5X, 3X, 2X, 2X, 1X", the multiplier sets for free spins 2 and 3 share multipliers

"2X, 2X, 3X, 5X, 3X, 2X, 2X", the multiplier sets for free spins 3 and 4 share multipliers

"2X, 3X, 5X, 3X, 2X", the multiplier sets for free spins 4 and 5 share multipliers "3X, 5X, 3X"). See col. 4, lines 29-35 and col. 5, lines 5-55.

Regarding claims 18 and 55, Locke et al. disclose that a first one of the sets of second components shares a first one of the second components with a second set of second components (the multiplier sets for free spins 1 and 2 share multipliers "1X, 2X, 2X, 3X, 5X, 3X, 2X, 2X, 1X") and shares a second one of the second components with a third set of the second components (the multiplier sets for free spins 1 and 3 share multipliers "2X, 2X, 3X, 5X, 3X, 2X, 2X"). See col. 4, lines 29-35 and col. 5, lines 19-25.

Regarding claims 19 and 56, Locke et al. disclose that the first components are values (combinations of symbols on reels 30-34 result in values awarded to the player from a pay table) and the second components are multipliers (multipliers 64). See col. 3, lines 42-48.

Regarding claims 21 and 58, Locke et al. disclose that the award is formed from a randomly generated first component from the plurality of first components (col. 2, lines 48-55).

Regarding claims 22 and 59, Locke et al. disclose that the award is formed from a randomly generated second component from the set of second components in a fixed relationship with the randomly generated first component (col. 4, lines 15-17 and 39-48).

Regarding claims 23 and 60, Locke et al. disclose that the award is formed from a randomly generated second component from the set of second components in a fixed relationship with the generated first component (col. 4, lines 15-17 and 39-48).

Regarding claims 24 and 61, Locke et al. disclose that the award is formed by

the generated second component modifying the generated first component (col. 4, lines

15-17 and 39-48).

Regarding claims 25 and 62, Locke et al. disclose a display device (12) adapted

to display the fixed relationships of the sets of second components with the first

components. See Figures 4, 6 and 7 along with the related descriptions thereof.

Regarding claims 26 and 63, Locke et al. disclose a computer storage device

(22) and processor (18) for controlling the gaming device (10). See Figure 2 along with

the related description thereof.

Regarding claims 28 and 65, Locke et al. disclose a gaming system that includes

a gaming device (10) having a game operable upon a wager by a player and a method

of operating the gaming device (Figure 2 along with the related description thereof).

Locke et al. disclose that the system comprises: means for displaying and generating a

plurality of first components (combinations of symbols on reels 30-34 in col. 3, lines 25-

47); means for displaying and generating a plurality of sets of second components (sets

of multipliers 64), wherein a first one of the first components and a second one of the

first components simultaneously have a fixed relationship with different sets of second

components (col. 4, lines 49-67); and means for determining and providing an award

adapted to be provided to the player (col. 3, lines 43-47) based on at least one of the

first components and at least one of the second components (col. 4, lines 36-48),

wherein the first component is selected from the plurality of first components and the

second component is selected from one or a plurality of second components which are

in a fixed relationship with the selected first component and wherein the second

component modifies the selected first component to form the award (col. 4, lines 36-48).

Regarding claims 29 and 66, Locke et al. disclose that one of the second

components (multiplier 64 in multiplier sets for free spins 1 and 2) is in a fixed

relationship with two of the first components (combinations of symbols on reels 30-34

result in values awarded to the player from a pay table). The multiplier sets for free

spins 1 and 2 share multipliers "1X, 2X, 2X, 3X, 5X, 3X, 2X, 2X, 1X" and are in a fixed

relationship with different combinations of symbols appearing on reels 30-34 during the

free spins 1 and 2. See col. 4, lines 29-35 and col. 5, lines 5-10.

Regarding claims 30 and 67, Locke et al. disclose that one of the second

components (multiplier 64 in multiplier set for free spin 1) is only in a fixed relationship

with one of the first components (combinations of symbols on reels 30-34 result in

values awarded to the player from a pay table). The multiplier set for free spin 1, "1X,

1X, 2X, 2X, 3X, 5X, 3X, 2X, 2X, 1X, 1X", is only in a fixed relationship with combinations

of symbols appearing on reels 30-34 during free spin 1. See col. 4, lines 29-35 and col.

5, lines 5-55.

Regarding claims 31 and 68, Locke et al. disclose that the first components are

values (combinations of symbols on reels 30-34 result in values awarded to the player

from a pay table) and the second components are multipliers (multipliers 64). See col.

3, lines 42-48.

Regarding claims 33 and 70, Locke et al. disclose that the award is formed from a randomly generated first component from the plurality of first components (col. 2, lines 48-55).

Regarding claims 34 and 71, Locke et al. disclose that the award is formed from a randomly generated second component from the set of second components in a fixed relationship with the randomly generated first component (col. 4, lines 15-17 and 39-48).

Regarding claims 35 and 72, Locke et al. disclose that the award is formed from a randomly generated second component from the set of second components in a fixed relationship with the generated first component (col. 4, lines 15-17 and 39-48).

Regarding claims 36 and 73, Locke et al. disclose a display device (12) adapted to display the fixed relationships of the sets of second components with the first components. See Figures 4, 6 and 7 along with the related descriptions thereof.

Regarding claims 37 and 74, Locke et al. disclose a computer storage device (22) and processor (18) for controlling the gaming device (10). See Figure 2 along with the related description thereof.

Regarding claims 76 and 82, Locke et al. discloses that each first component has a fixed relationship with only one set of second components in col. 6, lines 5-9.

Regarding claims 77 and 83, Locke et al. discloses that each set of second components has a fixed relationship with only one first component in col. 6, lines 5-9.

Regarding claims 78 and 84, Locke et al. discloses that each first component has a fixed relationship with only one set of second components in col. 6, lines 5-9.

Regarding claims 79 and 85, Locke et al. discloses that each set of second

components has a fixed relationship with only one first component in col. 6, lines 5-9.

Regarding claims 80 and 86, Locke et al. discloses that each first component has

a fixed relationship with only one set of second components in col. 6, lines 5-9.

Regarding claims 81 and 87, Locke et al. discloses that each set of second

components has a fixed relationship with only one first component in col. 6, lines 5-9.

Claim Rejections - 35 USC § 103

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all

obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set
> forth in section 102 of this title, if the differences between the subject matter sought to be patented and
> the prior art are such that the subject matter as a whole would have been obvious at the time the
> invention was made to a person having ordinary skill in the art to which said subject matter pertains.
> Patentability shall not be negatived by the manner in which the invention was made.

1.   Claims 7, 20, 32, 45, 57,69, 88 and 89 are rejected under 35 U.S.C. 103(a) as

being unpatentable over Locke et al. (US 6,561,904 B2).

Locke et al. teach a gaming system that includes a game having a plurality of first

components and a plurality of sets of second components as detailed above. Locke et

al. teach that the first components are values (combinations of symbols on reels 30-34

result in values awarded to the player from a pay table) and the second components are

multipliers (multipliers 64). See col. 3, lines 42-48 of Locke et al. However, Locke et al.

does not explicitly teach that the first components are multipliers and the second

components are values as recited in claims 7, 20, 32, 45, 57 and 69. It would have

been an obvious matter of design choice to modify the first components to include

multipliers and to modify the second components to include values since Applicant has

not disclosed that such an arrangement solves any stated problem or is for any

particular purpose and it appears that the gaming system of Locke et al. would perform

equally well with the first and second components including values or multipliers,

respectively.

Regarding claims 88 and 89, Locke teaches a gaming system that includes a

game having a plurality of first components and a plurality of sets of second

components as detailed above. In the primary embodiment, the first set of secondary

components features the multipliers "1X, 1X, 2X, 2X, 3X, 5X, 3X, 2X, 2X, 1X, 1X", and a

second set of secondary components features the multipliers "1X, 2X, 2X, 3X, 5X, 3X,

2X, 2X, 1X", wherein the first set of second components includes a first one of the

second components which is not in the second set of second components. In this

embodiment, the second set of secondary components does not contain the left-most

"1X", nor the right-most "1X" of the first set of secondary components. Thus, there exists

a first one of the second components that is not shared by any other set of second

components and a second one of the second components that is not shared by any

other set of second components, the first of the second components being the left-most

"1X" and the second of the second components being the right-most "1X". Thus, the

invention as disclosed by Locke teaches of an embodiment wherein the second set of

second components includes a second one of the second components which is not in

the first set of second components.

Similarly, the limitation of claim 89 that "a first one of the sets of second

components including a first one of the second components that is not shared by any

other set of second components, and a second one of the sets of second components

including a second one of the second components that is not shared by any other set of

second components, Locke discloses the primary embodiment of the invention to

comprise a first set of secondary components featuring the multipliers "1X, 1X; 2X, 2X,

3X, 5X, 3X, 2X, 2X, 1X, 1X", and a second set of secondary components featuring the

multipliers "1X, 2X, 2X, 3X, 5X, 3X, 2X, 2X, 1X". In this instance, the second set of

secondary components does not contain the left-most "1X", nor the right-most "1X" of

the first set of secondary components. Thus, there exists a first one of the second

components that is not shared by any other set of second components and a second

one of the second components that is not shared by any other set of second

components, the first of the second components being the left-most "1X" and the

second of the second components being the right-most "1X".

Further regarding claims 88 and 89, specifically the limitation that an award is

adapted to be provided to the player and based on one of the first components

generated from the plurality of first components, wherein the first one of the first

components is eligible for generation when said generated first component is generated

and the second one of the first components is eligible for generation when said

generated first component is generated, Locke discloses that the first components are

generated by a player initiating a spin (col. 4, lines 35-48). Upon initiating a first free

spin, the first one of the first components is eligible for generation and a second one of

the first components is eligible for generation in that a player may initiate a second free

spin. In other words, while the first one of the first components and the second one of

the first components are not necessarily generated simultaneously, they are both

"eligible for generation" when "said generated first component is generated".

2.   **Claims 13, 15, 27, 38, 52, 64 and 75 are rejected under 35 U.S.C. 103(a) as**

being unpatentable over Locke et al. in view of Miller et al. (U.S. Patent

Application Publication 2002/0065126).

Locke et al. teach a gaming system as described above that includes a display

(12) for displaying game information that is controlled via a computer storage device

(22) and processor (18). However, Locke et al. does not explicitly teach that the gaming

device and method is controlled via a data network including an internet as recited in

claims 15, 27, 38, 52, 64 and 75. Miller et al. teach a mechanical substantially spherical

shaped object (606) for displaying game information (Figures 8A-13B along with the

related descriptions thereof), which is controlled via a data network including an internet

(paragraphs [0006] and [0086]). Miller et al. teach that such network control is well-

known in the art (paragraph [0006]) and that mechanical displays increase game appeal

and player excitement (paragraphs [0011] and [0050]). It would have been obvious for

one skilled in the art at the time of the invention to incorporate the network controlled

sphere (606) to display game information in the gaming system taught by Locke et al. in

order to increase game appeal and player excitement as desirably taught by Miller et al.

in paragraphs [0011] and [0050].

Response to Arguments

Applicant's arguments filed 8/18/06 have been fully considered but they are not persuasive.

Specifically, applicant argues that Locke et al. do not meet the limitation that "a first one of the first components and a second one of the first components simultaneously have a predetermined relationship with different sets of second components" in that the first relationship ends before the second relationship begins (Remarks, P. 22 paragraph 1). This is not found to be persuasive because if the relationship between the first component and the second set of components is defined to be the number and value of the multipliers displayed to the player before each spin, then the relationship between the first component (i.e. "current outcome") and the second set of components for the first spin is that the first set of secondary components features the multipliers "1X, 1X, 2X, 2X, 3X, 5X, 3X, 2X, 2X, 1X, 1X", and, for a second spin, the relationship between the first component (i.e. "next outcome") and a second set of secondary components features the multipliers "1X, 2X, 2X, 3X, 5X, 3X, 2X, 2X, 1X", then these relationships are predetermined. In other words, the number of spins that a player has made during the bonus game determines the number and value of the multipliers displayed, and therefore the first component (i.e. the "current outcome") is related in a predetermined manner to the first set of secondary components. The second one of the first components (i.e. "next outcome") simultaneously has a

predetermined relationship with different sets of second components, as the number

and value of the multipliers displayed to the player for each spin is predetermined.

Similarly, applicant argues that Locke does disclose that the "at least one display

device simultaneously displays said predetermined relationship of the first one of the

first components and the predetermined relationship of the second one of the first

components with the different sets of second components". This is not found to be

persuasive because the first set of second components contains all subsequent sets of

secondary components. Thus, the relationship (i.e. the number and value of the

multipliers) for all sets of second components are displayed simultaneously.

Finally, applicant argues that Locke does not disclose or suggest a plurality of

first components, a plurality of sets of second components and an award adapted to be

provided to the player as in claim 88. The examiner refers the applicant to the above

rejection for further explanation as to why this argument is not found to be persuasive.

Conclusion

Applicant's amendment necessitated the new ground(s) of rejection presented in

this Office action. Accordingly, **THIS ACTION IS MADE FINAL**. See MPEP

§ 706.07(a). Applicant is reminded of the extension of time policy as set forth in 37

CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire THREE

MONTHS from the mailing date of this action. In the event a first reply is filed within

TWO MONTHS of the mailing date of this final action and the advisory action is not

mailed until after the end of the THREE-MONTH shortened statutory period, then the

shortened statutory period will expire on the date the advisory action is mailed, and any

extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of

the advisory action. In no event, however, will the statutory period for reply expire later

than SIX MONTHS from the date of this final action.

Any inquiry concerning this communication or earlier communications from the

examiner should be directed to Meagan Thomasson whose telephone number is (571)

272-2080. The examiner can normally be reached on M-F 830-5.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's

supervisor, Robert Pezzuto can be reached on (571) 272-6788. The fax phone number

for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the

Patent Application Information Retrieval (PAIR) system. Status information for

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USPTO Customer Service Representative or access to the automated information

system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

Robert E Pezzuto
Supervisory Patent Examiner
Art Unit 3714

Meagan Thomasson
March 26, 2007